

PATENT APPLICATION FEE DETERMINATION RECORD

Effective October 1, 1996

Application or Docket Number

845197

16

CLAIMS AS FILED - PART I

(Column 1)

(Column 2)

FOR	NUMBER FILED	NUMBER EXTRA
BASIC FEE		
TOTAL CLAIMS	22 minus 20 = *	2
INDEPENDENT CLAIMS	3 minus 3 = *	
MULTIPLE DEPENDENT CLAIM PRESENT		

* If the difference in column 1 is less than zero, enter "0" in column 2

CLAIMS AS AMENDED - PART II

(Column 1)

(Column 2)

(Column 3)

AMENDMENT A		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
	Total	* 22	Minus	** 22	=
	Independent	* 3	Minus	*** 3	=
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

AMENDMENT B		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
	Total	*	Minus	**	=
	Independent	*	Minus	***	=
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

AMENDMENT C		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
	Total	*	Minus	**	=
	Independent	*	Minus	***	=
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
 ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."
 *** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."
 The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

SMALL ENTITY

OR

OTHER THAN SMALL ENTITY

RATE	FEE
	385.00
x\$11=	
x40=	
+130=	
TOTAL	

RATE	FEE
	770.00
x\$22=	44
x80=	
+260=	
TOTAL	814

103

SMALL ENTITY

OR

OTHER THAN SMALL ENTITY

RATE	ADDITIONAL FEE
x\$11=	
x40=	
+130=	
TOTAL	
ADDITIONAL FEE	

RATE	ADDITIONAL FEE
x\$22=	
x80=	
+260=	
TOTAL	
ADDITIONAL FEE	

RATE	ADDITIONAL FEE
x\$11=	
x40=	
+130=	
TOTAL	
ADDITIONAL FEE	

RATE	ADDITIONAL FEE
x\$22=	
x80=	
+260=	
TOTAL	
ADDITIONAL FEE	

RATE	ADDITIONAL FEE
x\$11=	
x40=	
+130=	
TOTAL	
ADDITIONAL FEE	

RATE	ADDITIONAL FEE
x\$22=	
x80=	
+260=	
TOTAL	
ADDITIONAL FEE	

BEST AVAILABLE COPY